ACTIVISION

WORM WHOMPER™

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NUMBER OF PLAYERS

1

2

3
PAUSE

PAUSE

PESTICIDE

PESTICIDE

PLOUGH BALLS

PLOUGH BALLS

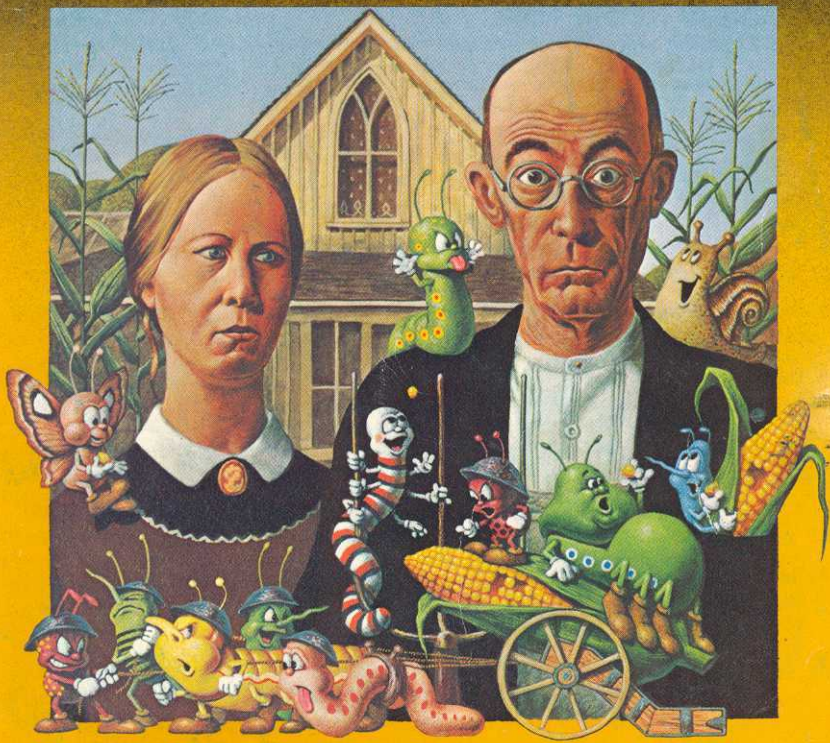
7
PAUSE

9
PAUSE

MOVE FARMER

ACTIVISION®

WORM WHOMPER™



VIDEO GAME CARTRIDGE

INSTRUCTIONS

ACTIVISION®

WORM WHOMPER™ BASICS

Wave after wave of hungry pests are zeroing in on Felton Pinkerton's field of golden sweet corn. There's worms and snails. There's slugs and bugs. There's millions of 'em! Quick, grab a spray gun and start pumping pesticide. Roll pulverizing plough balls — squish! Help Felton save his corn.

1. **Insert game cartridge** into your video game console with power OFF. Then, turn power ON.

2. **Slip Worm Whomper™ game overlays** onto hand controllers.

3. **Select number of players** by pressing 1 or 2 on hand controller.
   - **Solo player** may use either hand controller.
   - **In two player version**, play shifts after a player eliminates an entire wave of attacking pests.
     - Player 1 uses left controller.
       Felton Pinkerton wears blue overalls.
     - Player 2 uses right controller.
       Felton Pinkerton wears black overalls.

4. **To begin or start a new wave**, press top button on either side of the hand controller. To start a new game, press Reset Switch on game console.

5. **Use of the Controller.**
   - To race Felton up, down, left or right, tap the top, bottom, left or right rim of disc.
   - To spray Formula B*U*G pesticide, press either upper button. Hold button down for continual spray.
   - To roll pulverizing plough balls, press either lower button. Hold button down to roll multiple plough balls.

6. **Scoring**. You earn points for every pest you eliminate. (See "Pest Guide".) Bonus points are awarded at a value of 50 times the wave number for each corn plant on-screen at the end of the wave.

7. TURN POWER OFF BEFORE REMOVING WORM WHOMPER™ CARTRIDGE.

SPECIAL FEATURES OF WORM WHOMPER™

Formula B*U*G pesticide. Every spray gun is filled with more pesticide than you could ever use. Each wisp of Formula B*U*G hits only the first pest in its path.

Plough balls. Plough balls eliminate every pest in their path. You start with three and are awarded three more for every wave of attacking pests that you exterminate.

Tool shed. Whenever any pest, other than an inchworm, touches a spray gun, the gun dissolves. Fortunately, so does the unlucky pest. To grab a replacement gun, rush Felton to his tool shed, and a new gun automatically appears in his hands. You have an unlimited supply of spray guns.

Snail shells and slug slime. Snails have a tendency to clutter up the corn field by dropping their shells. Formula B*U*G pesticide cannot penetrate these shells. Plough balls not only eliminate snail shells, but also all the unfortunate critters lurking behind the shells. Slugs sometimes leave slick slime trails in their wake. Inchworms that travel over slime trails momentarily pick-up speed. Wisps of Formula B*U*G pass right through slime trails, but plough balls are your only means of cleaning up the mess.

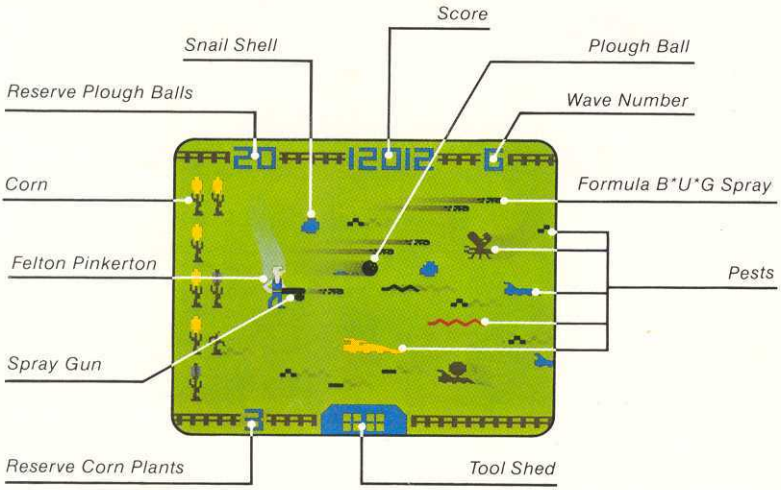
Moth eggs. Moths don't actually eat corn. In fact, they don't eat anything. However, they do lay eggs that become inchworms. And the closer the moth lays its eggs to the corn, the closer the inchworm is to a corn meal. Moth eggs cannot be destroyed by either Formula B*U*G pesticide or plough balls.

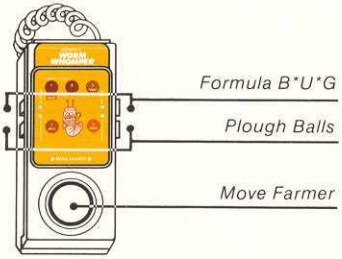
Withering corn. Corn plants shrink, wither and die when touched by any pest other than a moth or an inchworm. When an inchworm reaches a corn plant, the plant changes color from golden-yellow to brown. The second inchworm to touch the plant makes the plant wither and die.

Bonus corn plants. A new corn plant springs to life after every four waves of pests are exterminated. Felton's field can never exceed 10 plants. So, if his corn field already has 10 plants when you earn a bonus plant, the bonus plant will grow when there is room.

Pest pause. If you are distracted from helping Felton protect his field of corn because you notice a pest of your own slithering under the sofa or feeding on some fruit, press 1 and 9 or 3 and 7 at the same time. Your TV screen will go dark. To resume the agricultural action, press the controller disk.

SPECIAL FEATURES OF WORM WHOMPER™





Hand Controller with Overlay

PEST GUIDE

Twelve types of bug invaders attack Felton's corn field. The number of sprays of Formula B*U*G pesticide required to exterminate each type of bug varies. Only one plough ball is needed to exterminate any pest. The point value for each type of bug exterminated varies.

Pest	Points	Number Of Sprays To Eliminate
Inchworm	1 x Wave #	1
Horned Caterpillar	25	1
Snail	50	2
Millipede	75	2
Banana Slug	100	3
Green Moth	100	1
White Moth	200	1
Slithering Cornsnake	500	3
Big Brown Moth	500	3
Ravenous Red Slug	700	4
Big Black Snail	700	5
Giant Purple Moth	1000	7

JOIN THE ACTIVISION® "WORM WHOMPERS"

If you score 75,000 points or more at Worm Whomper™ by Activision, then you are invited to become a member of the worthy Worm Whompers club. Just pop a photo of your worm whomping, corn-saving score (TV screen) and mail it to:

Peg Pinkerton
c/o Activision, Inc.
Drawer No. 7287
Mountain View, CA 94039

It'll be Peg's pleasure to send you a bona fide Worm Whomper patch.

HOW TO BECOME A WORM WHOMPER™

Tips from Tom Loughry, designer of Worm Whomper™.

Tom Loughry has quickly established himself as a superb and versatile game designer for Activision. In addition to Worm Whomper™, Tom designed The Dreadnaught Factor™ for Intellivision®.

"As you will undoubtedly discover, protecting corn from invading bugs can be a full-time chore. And even then, there will always be at least one hungry bug that will survive the battle. Here's some pointers to help you control the number of bugs and increase the productivity of your crop.

"First of all, remember to spray the larger bugs first. They move the fastest and take the most spray to destroy.

"Also, it is especially important to exterminate the moths as soon as they appear. Although they don't actually destroy the corn themselves, they do lay eggs that mature into hungry caterpillars. If moths have the chance to lay their eggs close to the corn, the caterpillars will only have a short distance to travel and feast.

"Another strategy is to save your plough balls for the later waves of attack. All of the bugs will be moving much faster and that's when you'll need the plough balls most.

"Finally, only defend those sections of the field that have corn growing on them. Don't even worry about the sections of the field that have lost their corn, unless new stalks appear.

"I hope you reap a big harvest this year and when you get the chance, drop me a line. I'd love to hear from you. May God bless you."

Thomas J. Loughry

VIDEO GAME CARTRIDGE
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This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Activision. **Any implied warranties applicable to this cartridge are limited to the one (1) year period described above. In no event will Activision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

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